I CLAIM:

1.   A language learning system, comprising:

a body;

a plurality of phoneme selectors coupled to the body, each phoneme selector

5   including a letter, a character, and a pronunciation symbol, all associated with a phoneme,

the character having a name including the phoneme; and

a target window positioned in the body, the target window being configured to

display a target;

wherein the plurality of selectors are configured to be adjustable by a user to spell a

10   name of the target.

2.   The language learning system of claim 1, wherein the selector is wheel-

shaped.

15   3.   The language learning system of claim 1, wherein the letters, characters, and

pronunciation symbols are positioned in respective sectors of a plurality of character regions

positioned on the selector.

4.   The language learning system of claim 1, wherein the body further includes a

20   selection pane through which a user may view a selected letter on the phoneme selector.

5.   The language learning system of claim 1, wherein the selection pane is adapted to enable a user to view a selected character and a selected letter of the phoneme selector.

5   6.   The language learning system of claim 1, wherein the plurality of phoneme selectors includes five phoneme selectors.

7.   A language learning system, comprising:

a set of fictional characters, each character being associated with a predetermined

10   phoneme of a language, and having a given name including the phoneme; and

a learning device configured to display at least one of the characters along with an associated letter corresponding to the phoneme.

8.   The language learning system of claim 7, wherein the learning device

15   includes a wheel.

9.   The language learning system of claim 8, wherein each character and associated letter are arranged radially on one of a plurality of character regions on the wheel.

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10. The language learning system of claim 9, further including a pronunciation symbol associated with the phoneme, the pronunciation symbol being

positioned within the character region of the character associated with the phoneme.

5   11. The language learning system of claim 7, wherein the learning device includes a block.

12. The language learning system of claim 11, wherein the letter and character are positioned on adjacent sides of the block.

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13. The language learning system of claim 7, wherein the learning device includes a vessel.

14. The language learning system of claim 13, wherein the letter and the character

15   are positioned on opposite sides of the vessel.

15. The language learning system of claim 7, wherein the learning device includes a card.

20   16. The language learning system of claim 7, wherein the learning device includes a doll.

17.   The language learning system of claim 7, wherein the learning device includes a cone-shaped selector.

18.   The language learning system of claim 7, wherein the learning device includes a disk-shaped selector.

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19.   The language learning system of claim 7, wherein the learning device is a computerized learning device having a display configured to display the character and letter.

20.   The language learning system of claim 17, wherein the computerized learning device includes a speaker configured to emit an audio signal containing a pronunciation corresponding to the phoneme of the character and letter on the display.

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21.   The language learning system of claim 17, wherein the computerized learning device is configured to present an audio or visual target for the user to spell.

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22.   The language learning system of claim 7, wherein the learning device is a computerized learning device configured to the character and letter on a selector chosen from the group consisting of a wheel, block, vessel, card, doll, disk, and cone.

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23.   The language learning system of claim 7, wherein the name of each character begins with the phoneme associated with the character.

24.   The language learning system of claim 7, wherein the letter associated with the character is printed on a body of the character.

25.   The language learning system of claim 7, wherein the learning device is further configured to display a pronunciation symbol associated with the phoneme.

26.   A learning device, comprising:

(a)   at least one character having at least one letter disposed thereon; and

(b)   the character having a name starting with a letter on the character.

27.   The device of claim 26, further comprising, a surface, the character being positioned on the surface.

28.   The device of claim 27, wherein the surface is a surface on an object selected from the group consisting of a wheel, block, vessel, card, doll, and computerized device.

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29. The device of claim 27, wherein the letter on the character is a first letter, the device further comprising, a second letter positioned on the surface adjacent the character, the second letter being the same as the first letter.

5   30. The device of claim 27 further comprising, a pronunciation symbol positioned on the surface, the pronunciation symbol corresponding to the pronunciation of the letter on the character.

31. A language learning system, comprising:

(a) at least one substrate;

(b) at least one character disposed on said substrate and having a name which

begins with at least one letter of an alphabet of a language; and

(c) at least one pronunciation symbol of the language disposed on said substrate

which corresponds to the pronunciation of the at least one letter of the alphabet of the

15   language which begins said name of said character.

32.   A language learning system, comprising:

(a)   at least one substrate;

(b)   at least one character disposed on said substrate and having a name formed of one or more letters of an alphabet of a language;

5   (c)   at least one letter of the alphabet of the language disposed on said substrate and being the same as one or more of the letters of the alphabet of the language forming said name of said character; and

(d)   at least one pronunciation symbol of the language disposed on said substrate which corresponds to the pronunciation of said at least one letter of the alphabet of the 10   language of said system.

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33.   A language learning system, comprising:

a body;

a set of fictional characters, each character being associated with a predetermined phoneme of a language, and having a given name including the phoneme;

a phoneme selector coupled to the body, the phoneme selector including the set of characters, each character being positioned in a character region along with an associated pronunciation symbol and letter;

a selection pane positioned in the body, the selection pane being configured to show a selected letter of the phoneme selector; and

a target window positioned in the body, the target window being configured to display a target;

wherein the plurality of selectors are configured to be adjustable by the user by a user to spell a name of the target using selected letters in the selection panes.